

2016 Youth World Games

Entry Deadline: March 15, 2016

Eligibility and Selection Procedure

1. Competitors must be 18 years of age or under as of January 1, 2016. Competitors and team managers/coaches must be current members in good standing of the American Paint Horse Association at the time of the event.
2. A team will consist of up to five competitors and one team manager/coach. Each country's Regional Club or Affiliate Association shall govern its system for team qualification and will name the official team manager/coach.
 - a. In countries with more than one APHA-approved Regional Club or Affiliate Association, an advisory committee should be formed to govern team qualification. This committee must have equal representation from all interested clubs and associations.
 - b. In the event a country cannot assemble a full five member team, countries may combine to form a team. In this instance, an advisory committee should be formed as stated above.
3. APHA will assemble the Team USA Advisory Committee. Team USA will be selected based on character, leadership and show experience. Applications must be submitted to the APHA by December 31, 2015, for consideration.
4. **Entry fee is \$100 per team to enter. Entry fees are due by March 15, 2016.**
5. Teams are responsible for all other expenses associated with the World Games, including but not limited to, travel, transportation, lodging, and meals.
6. Teams must declare their intent to compete in the Youth World Games by **March 15, 2016.**

Rules of the Competition

1. All rules stated in the 2016 Official APHA Rule Book will also apply to the World Games competition.
2. The Youth World Games will consist of the following classes: showmanship at halter, Western horsemanship (rail and pattern), hunt seat equitation (rail and pattern), and trail.
3. Each team will be allowed one entry in each class. An individual team member may compete in a maximum of two events. The fifth team member on five-member teams must be designated as an alternate exhibitor.
4. The team manager/coach must assume responsibility as chaperone for their team, and must be present at all sessions and events during the World Games competition.

5. Competitors will randomly draw their horses for the competition. They will be allowed to visit with the horse's owners, watch the horse being worked, and ask for any advice on the horse drawn. Competitors will be given a 30-40 minute warm-up on their selected horse before the class in which they will compete.

a. Contact with the drawn horses outside of those parameters, including but not limited to, grooming, tacking, longeing, schooling, and riding is prohibited apart from the allotted 30-40 minute warm-up given. This includes team members, team managers/coaches, parents or other individuals associated with the team. If any exhibitor, coach, manager, or individual associated with the team is found to have been in violation of this rule, it will result in disqualification of the entire team from the World Games competition.

6. No team manager/coach/professional trainer, or other adult associated with the team may ride or school the horse during the warm-up or competition. However, if the horse owner wishes to address an issue with their horse, they will be allowed to do so.

Horse Selection & Tack

1. Horses will be grouped according to ability in the Youth World Game events and will be drawn at random by the teams during the draw party. These groups of horses will be assembled by the World Games Oversight Committee to ensure each team is provided with horses of similar caliber.

2. In circumstances where a horse becomes lame or is unable to be used, another horse may be substituted for the team. The World Games Oversight Committee will have the final decision in horse substitutions. A judge is the only person who can request a re-ride.

3. All tack and equipment will be provided with the assigned horse. Although not required, teams may provide a show saddle pad/blanket for use on the horse. The horse's owner or agent must approve the saddle pad/blanket as suitable for use.

4. In circumstances where tack is deemed unsuitable (seat size, stirrup length, etc.) for an exhibitor, the World Games Oversight Committee will have the final decision in tack substitutions.

5. Competitors may not exhibit a horse he or she has previously ridden, exhibited or schooled outside of the World Show competition.

6. Spurs must be approved by the horse's owner or agent and the World Games Oversight Committee prior to use.

Attire

1. Competitors must be appropriately attired for World Games competition according to the rules outlined in the 2016 Official APHA Rule Book.

2. Although not required, teams may wear matching show outfits, shirts, blouses, jackets, or vests that incorporate the country's colors.

Judging

1. The World Games competition will consist of a single go-round. Judge's scores will be combined to determine the overall placings. Awards will be given through 10th place in each class.

2. In instances where class procedures vary between countries, the pattern or procedure used for the class will be at the judges' discretion.

3. Judging will be according to the 2016 Official APHA Rule Book. During World Games competition, the exhibitor's ability is being judged; therefore, no penalty will be assessed because of the horse's conformation or way of going. Results as shown by performance of the horse are NOT to be considered more important than the method used by the exhibitor in obtaining them.

4. When through no fault of the rider, a horse performs so poorly that it is impossible to fairly judge the rider's ability; a re-ride may be granted at the judges' discretion. If a re-ride is granted, it shall be judged as if the first ride never occurred. The re-ride shall take place after all other rides in that class have been completed.

Overall Awards

1. Placings in each of the four classes will be used to determine the final ranking of teams.

Points will be awarded as follows:

1st place-10 points

2nd place-9 points

3rd place-8 points

4th place-7 points

5th place-6 points

6th place-5 points

7th place-4 points

8th place-3 points

9th place-2 points

10th place-1 point

2. In the event of a tie, the following tie-breaker procedure will be used: a) The team with the most first place wins; then b) The team with the most second place wins; then c) The team with the highest placing in Showmanship at Halter.